

THE OFFICIAL BIONICLE® VIDEO GAME

BIONICLE HEROES



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NINTENDO DS™



INSTRUCTION BOOKLET

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME CARD OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.

⚠ WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

**Convulsions Eye or muscle twitching
Altered vision Involuntary movements**

**Loss of awareness
Disorientation**

- To reduce the likelihood of a seizure when playing video games:
 1. Sit or stand as far from the screen as possible.
 2. Play video games on the smallest available television screen.
 3. Do not play if you are tired or need sleep.
 4. Play in a well-lit room.
 5. Take a 10 to 15 minute break every hour.

⚠ WARNING - Radio Frequency Interference

The Nintendo DS can emit radio waves that can affect the operation of nearby electronics, including cardiac pacemakers.

- Do not operate the Nintendo DS within 9 inches of a pacemaker while using the wireless feature.
- If you have a pacemaker or other implanted medical device, do not use the wireless feature of the Nintendo DS without first consulting your doctor or the manufacturer of your medical device.
- Observe and follow all regulations and rules regarding use of wireless devices in locations such as hospitals, airports, and on board aircraft. Operation in those locations may interfere with or cause malfunctions of equipment, with resulting injuries to persons or damage to property.

⚠ WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- When using the stylus, you do not need to grip it tightly or press it hard against the screen. Doing so may cause fatigue or discomfort.
- If your hands, wrists, arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists, arms or eyes during or after play, stop playing and see a doctor.

⚠ WARNING - Battery Leakage

The Nintendo DS contains a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your Nintendo DS.

If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:

- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

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video game systems,
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THIS GAME ALLOWS WIRELESS MULTIPLAYER
GAMES WITH EACH DS SYSTEM CONTAINING
A SEPARATE GAME CARD.

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TEEN



Mild Violence

ESRB CONTENT RATING

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LARA

At the age of nine, Lara survived a plane crash in the Himalayan mountains that led to the death of her mother. After miraculously surviving a ten-day solo trek from the crash site to Kathmandu, she spent the rest of her childhood under the close tutelage of her archeologist father, the late Earl of Abbingdon, Richard Croft.

At the age of 18, after the death of her father, Lara inherited the Croft estates and became Countess of Abbingdon. Since then she has been credited with the discovery of some 16 archeological sites of international significance. Lara Croft has been hailed both as an archeological wunderkind and a glorified treasure hunter, depending on who's talking.

There are thousands of rumors surrounding Lara's exploits, invariably involving the unexplained or outright unbelievable. Lady Croft herself is rarely available for comment, which further adds to the fog of mystery that surrounds her life and work.

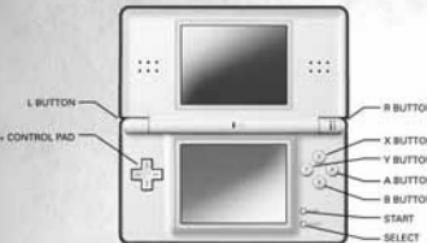
Consequently, Lara Croft continues to be the focus of wild speculation and intense debate. Idealized and vilified in equal measure, she is perhaps one of the most fascinating, enigmatic figures of our time.



GETTING STARTED

LAUNCHING A GAME

On the DS Menu, touch TOMB RAIDER: LEGEND™ with the stylus to launch the game.



MENU CONTROLS

START	<i>Pause / Pause Menu</i>
Stylus	<i>Touch option to select</i>
+Control Pad	<i>Cycle through options</i>
A Button	<i>Confirm / Next menu</i>
B Button	<i>Cancel / Previous menu</i>

SELECTING A LANGUAGE

Select a language and press the A Button to proceed to the Title screen.



CREATING A GAME

Press START to proceed to the Slot Select screen. Here you can create a new game or select a previously saved game. To start a new game, select an empty slot where you want to save your game. Then select a Difficulty Level. (Select a save slot and Difficulty Level by touching it on the Touch Screen or by highlighting it and pressing the A Button.)

Enter a name for your game by touching characters on the Touch Screen or by using the +Control Pad to scroll through the characters and pressing the A Button to select. Press the B Button to erase characters. When you finish entering your name, select DONE.

CONTINUING / ERASING A SAVED GAME

To continue a game, select the slot with your game save by touching it on the Touch Screen or by highlighting it and pressing the A Button. TOMB RAIDER: LEGEND™ saves automatically so you can continue your games later.

Touch ERASE or highlight it and press the A Button. Once you erase a game, it cannot be recovered.



MAIN MENU

START GAME

Start a new game. You'll proceed to the Level Select screen where you can choose a level to play. You can only select levels that have been unlocked. Every time you complete a level, the next one automatically unlocks for you.

Note: Each level keeps track of your best time. (See Trading Time Trial Records on page 16 for more details.)

Before you start a level, you will see an Introduction screen that displays the name and primary objectives of the level. Press the A Button to begin a level. To return to the Level Select screen, press the B Button.

Enjoy your game



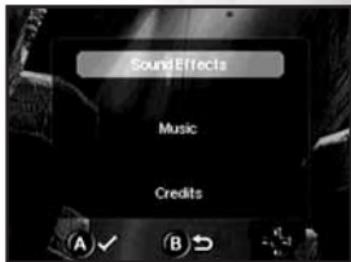
EXTRAS

Select this to go to a screen where you can purchase unlockable bonuses (page 14).

OPTIONS

Change game settings. Touch options and settings to select them. Or, press the +Control Pad \uparrow/\downarrow to choose an option and press the A Button. Then press the +Control Pad \leftarrow/\rightarrow to choose a setting and press the A Button to confirm.

- **SOUND EFFECTS** – Turn sound effects ON or OFF.
- **MUSIC** – Turn background music ON or OFF.
- **CREDITS** – View a list of people who contributed to creating the game.



PAUSE MENU

Press START during the game to access the Pause Menu. Use the Menu Controls (page 3) to select an option:

- **CONTINUE** – Continue playing your game.

Note: The game's automatic save function remembers your progress up to the last checkpoint Lara has passed. If you exit to the Main Menu or turn off the console, you can resume the level from the last checkpoint reached in the last level played.

- **RESTART** – Restart the current level from the beginning.
- **QUIT** – Quit the level and return to the Main Menu.



CONTROLLING LARA

MOVEMENT CONTROLS



+Control Pad

Movement / Run

R + B Buttons while running

Roll

B Button

Standing Jump

+Control Pad + B Button

Running Jump forward

SWIMMING CONTROLS



Lara interacts with the water in both screens. When she's on the surface, Lara appears in the top screen. When submerged, she appears in the bottom screen.

You can control Lara when submerged by keeping the stylus in contact with the Touch Screen along with using the controls below.

+Control Pad ↘ / ↙

Swim left / right

+Control Pad plus B Button

Climb out

Note: When Lara is swimming underwater, her air meter (page 11) slowly drains. If it runs out, Lara will start to take damage to her health bar. If Lara does not surface for air in time, she will drown.

COMBAT AND ITEM CONTROLS



A Button	<i>fire</i>
+Control Pad + A Button	<i>Running Shoot</i>
X Button	<i>Grapple</i>
Y Button	<i>Action</i>

TOUCH SCREEN COMBAT

When Lara engages certain enemies in combat, the enemy appears on the bottom screen. Press the A Button to draw a weapon, and touch the Touch Screen to shoot the enemy. During Touch Screen combat, Lara remains locked-on to the enemy.

VEHICLE CONTROLS



R Button	<i>Accelerate</i>
B Button	<i>Brake / Back up</i>
+Control Pad	<i>Steer</i>
A Button	<i>Shoot</i>

HUD (Head's-Up Display)

- HEALTH BAR Displays Lara's health level. When the bar gets dangerously low, replenish it by using a Health Pack.
- WEAPON Displays the current / active weapon and the amount of ammunition.
- AIR METER When Lara is in the water, the air meter displays how long she can hold her breath under water.



VIS (Visual Inventory Screen)

The Touch Screen displays the VIS, where you can select from Lara's equipment and weapons using the Touch Screen.

■ GEAR

- Grappler – Use to swing, pull and tug objects.
- Health Packs – Obtained from defeated enemies and also found in the environment.

■ WEAPONS

- Dual Pistols
- Grenades
- All Enemy Weapon Drops (Sub-machine Gun, Pump-action Shotgun)



PDA

Lara's automatic data capture and wireless communication device is also accessible from the Touch Screen. It holds all her mission data and real time objective and equipment information, including:

■ OBJECTIVES Provides info on Lara's current and overall mission objectives.

■ DATA Provides level-specific information for completed levels

■ GEAR Provides info on Lara's inventory.



EXTRAS (Bazaar)

Here you can buy and sell bonuses you've unlocked during the game:

- MINI-GAMES Classic full-screen puzzles.
- CINEMATICS Movies from the game.
- CHARACTERS

Lara's Bio	Villain Bios
Tech Team's Bios	Organization Bios
- CONCEPT ART

Lara Concept Art	Villain and other NPC Concept Art
Tech Team Concept Art	Level Concept Art
- CHEAT CODES fun and cheap ways to modify the entire game.
- TIME TRIAL Best times for each level are displayed here.



BUYING FROM THE COMPUTER

When you select an item you want to buy, you will see its description and price in the bottom screen. You can purchase this item by touching the BUY button, providing you have enough rewards for this trade.

BUYING VIA WIRELESS COMMUNICATION

Use the Nintendo DS system's wireless communications feature to connect with friends to trade bonuses and buy items. Trading an item can take place with a maximum of 3 people.

The Trading screen displays the name of the owner of the item. You can then send a request to buy this item by touching the BUY button for the selected user.

When you request the trade, you need to give the buying price, which can be set on the Buying Screen. Set the price on the Touch Screen, using the arrows. When the price is set, you can confirm or cancel this offer.

When you send this request, the other player will get a message and can accept or reject this deal. On the other player's screen, the data of the deal will appear along with your name and the name of the item.

After the deal, all players involved will get a message about the result. The buyer will see the item unlocked, and the seller will see that the item is locked.



TRADING TIME TRIAL RECORDS

You can also link up with your friends via the wireless communications feature to see who has recorded the best times. Select **TIME TRIAL** from the *Extras Menu*. The top screen contains **MY RECORDS**, your personal records to date. The bottom screen shows a high-score table listing the other players' records.

Note: When you view the Time Trials for the first time, and are not yet connected to other players, the bottom screen displays only your personal best. Once you're connected to other players, your high score is saved on the cartridge and the Time Trial record becomes accessible – even when you play the game in a single-player mode.

High scores are updated and saved each time you make a wireless connection. High scores are automatically updated and stored from the last best times from both the wireless communications feature and your profile. All times include the name of the player who recorded them.



The screenshot shows two tables from the Time Trial menu. The top table, titled 'My Records', lists personal best times for various locations: Bolivia (00:38:57), Peru (00:31:42), Japan (00:30:00), West Africa (00:30:00), Kazakhstan (00:30:00), England (00:30:00), and Nepal (00:30:00). The bottom table, titled 'Top Records', lists the best times for each location from other players: Bolivia (MONK, 00:38:57), Peru (YYY, 00:03:12), Japan (MONK, 00:06:23), West Africa (TTTT!, 09:00:02), Kazakhstan (TTTT!, 07:50:30), England (TTTT!, 16:49:44), and Australia (*****). A small icon at the bottom indicates a connection status.

	Location	Best Time
My Records	Bolivia	00:38:57
	Peru	00:31:42
	Japan	00:30:00
	West Africa	00:30:00
	Kazakhstan	00:30:00
	England	00:30:00
	Nepal	00:30:00

	Location	Player	Best Time
Top Records	Bolivia	MONK	00:38:57
	Peru	YYY	00:03:12
	Japan	MONK	00:06:23
	West Africa	TTTT!	09:00:02
	Kazakhstan	TTTT!	07:50:30
	England	TTTT!	16:49:44
	Australia	*****	16:49:44

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